

EN



MATCHMASTER

-  **2–7** players
-  **8–99** years
-  **30** minutes

From the warmth of a Swiss chalet comes MatchMaster – a simple and entertaining family game where anyone can win, even when they are dealt crappy cards.

HELVETIQ

www.helvetiq.com

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MADE IN POLAND

 **WARNING:**
CHOKING HAZARD
Small parts. Not for children under 3 yrs.

GAME MATERIAL

- 52 cards
- 50 wooden sticks
- Extra materials required: just a pencil and paper

OBJECTIVE OF THE GAME

Predict how many tricks you will win, depending on the cards in your hand. Players get bonus points for accurate predictions and are penalised for wrong predictions. The game is played over 13 rounds, with varying numbers of cards dealt for each round (from 7 to 1). The player with the most points at the end wins the game.

The deck is composed of 4 sets. The suits are dark orange, light orange, dark blue and light blue. Each suit has cards numbered from 1 to 13 (13 being the strongest). Dark orange is the strongest suit (the trump). All other suits are equal in power.

I. PLAYING THE GAME

- Write down the names of all players. Distribute 7 matchsticks to each player. Shuffle the deck.
 - The first dealer will be the player sitting closest to the fireplace (or anything equivalent): in following rounds, the deal passes to the right after each hand. The player sitting to the right of the dealer starts the game.
 - In the first round, deal 7 cards to each player.
 - Players check their cards and predict the number of tricks they think they can win.
 - To make their predictions, players hide one matchstick in hand for each trick they think they can win. All players open their hands simultaneously to reveal their predictions. The play proceeds until all cards are played.
- Tip: It is important to keep predictions secret until everyone is ready.

2. DURING PLAY

- Players must follow suit if they can. If the card led is not a trump, they may play any card of the suit led, without any obligation to beat the previous cards. However, if a trump is led, each player must, if possible, beat the highest trump in the trick.
- If a player is unable to follow suit, he must play a trump if he can. If an opponent is already winning the trick with a trump, he must play a higher trump, if possible; if he does not have a higher trump he must play a lower trump. A player who has no card of the suit led and no trumps may discard any card. At the end of the game, players check whose predictions were correct or incorrect.

3. SCORING

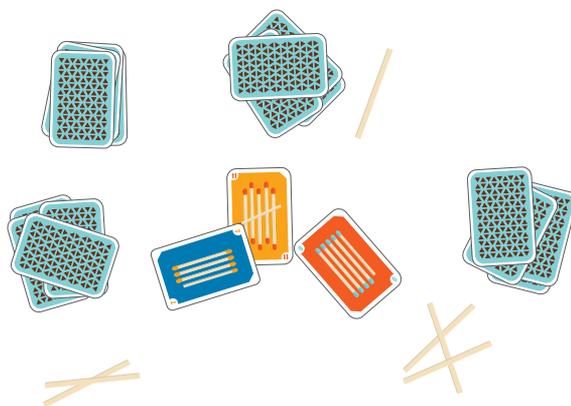
Correct predictions are awarded 10 points, plus one extra point for each trick won. Incorrect predictions are penalised with -1 point for each incorrect trick, either won or lost.

4. EXAMPLES

- Bid of 3 tricks won, successful, 13 points
- Bid of 4 tricks won, unsuccessful (3 tricks won), -1 point
- Bid of 0 tricks won, successful, 10 points.
- Bid of 0 tricks won, unsuccessful (2 tricks won), -2 points

5. FOLLOWING HANDS

Following hands are played with 6, 5, 4, 3, 2, 1, and then progressively back to 7 cards in hand.



6. END OF THE GAME

The player with the highest number of points wins. If several players are tied at the end, there are several winners. Play again!